V1.2 Flunkyball Rules & Regulations

These regulations are set out by the Flunkyball Association (The FA) for the first official Flunkyball World Cup, to be played at Formula Student UK 2024 between Wednesday 17th July and Sunday 21st July 2024

1. The Ball

1.1. The ball can be any round object agreed upon by both teams before kickoff

1.2. Examples of balls previously used are a football pumped up to 20 psi (+/- 1 psi), a cabbage/lettuce wrapped in clingfilm, etc.

2. The Bottle

2.1. The target will be a 2 litre plastic bottle (e.g. Lemonade bottle)

2.2. The bottle must be filled with 1 litre of tap water, such that it is half full and weighs 1 kg

3. Teams

3.1. Only current university students, current staff and university alumni can be on each university's team

3.2. Each team must have a minimum of 6 and a maximum of 12 starting players

3.3. Each team is allowed 1 substitute who can enter the game at any point chosen by the team captain in place of another player

3.4. Once a player has been substituted off, they cannot re-enter the match

4. Gameplay

Executive Summary: Teams will take it in turn to throw the ball at the bottle. If the bottle is knocked over, then the throwing team starts a drinking run. They can continue drinking until the bottle is put upright by the fielding team. The first team to have finished all their drinks wins the match.

4.1. Throwing Technique

4.1.1. Both teams must line up 6 metres away from the bottle in opposite directions. This line will be marked on the ground by the referee, running perpendicular to the direction of measurement. This line will be referred to as the 'Flunky Line' from now onwards.

4.1.2. The first throw is taken by the team captain. Each subsequent throw is taken by the next player to the right, looping from one end of the line to the other once the end player has thrown.

4.1.3. When there is 1 player on a team with an unfinished drink, a teammate is allowed to throw the ball so they can focus on drinking, but remains inactive when the opposition are throwing aside from collecting the ball. This teammate does not need to be the penultimate player to finish.

4.1.4. Only overarm or sidearm throws of the ball are valid. i.e. Every throw must leave the players arm above the player's waist and the ball must move downwards after being released

4.1.5. If the bottle is knocked over successfully then the team's drinking run starts immediately

4.1.6. If the bottle is missed then nobody drinks and it is the opposing team's turn to throw

4.1.7. The bottle must be knocked over onto it's side for a drinking run to begin

4.1.8. A player's feet must stay behind the Flunky Line

4.1.9. If the throwing player encroaches on the Flunky Line then the throw is invalid. The referee will shout "foul throw" and players must stop drinking immediately and the thrower is awarded a penalty beer (See Section 4.4)

4.2. Fielding

4.2.1. There is no limit to the number of players allowed to leave the Flunky Line to put the bottle upright

4.2.2. Fielding players must stay behind the Flunky Line until the ball has left the thrower's hand

4.2.3. The bottle must be put upright, and all players behind the Flunky Line for the drinking run to end

4.2.4. If the bottle falls over again after being put upright, then the drinking run will continue until it is upright again and stays upright

4.2.5. The ball does not need to be in possession of the fielding team for the drinking run to end, but the next throw will be theirs so they should retrieve the ball immediately after
4.2.6. The fielding team cannot touch their drinks while the other team is throwing

4.3. Drinking

4.3.1. If the bottle is successfully knocked over, then the team's drinking run begins immediately
4.3.2. Players must not touch their drinks until the bottle has been knocked over
4.3.3. Each player must have an alcoholic drink of at least 440ml (standard can)
4.3.4. Drinks of volume greater than 440ml are permitted
4.3.5. The first team for all players to have finished their drink wins the match of Flunkyball
4.3.6. Once each player finishes their drink and declares so to the referee, they will be asked to hold their can/bottle/etc. above their head for 5 seconds. A maximum of 3 drips are permitted in the 5 seconds to be considered a pass. If their drink is not empty (4 or more drips), then they will be awarded a penalty beer (See Section 4.4)

4.4. Penalty Beers

4.4.1. A penalty beer is a full replacement of a player's drink and will be opened in front of the players and referee
4.4.2. A penalty beer will be awarded to a player if their drink is knocked over
4.4.3. It does not matter if it was the player's fault
4.4.4. It does not matter how much of the drink was left
4.4.5. A penalty beer can be a drink of choice provided by the player. Alternatively, if available, The FA can provide a penalty beer, which will be a 440ml can of Carling (likely warm) or any 440ml drink of cheaper cost per 100ml available to The FA
4.4.6. A penalty beer will be awarded to a player caught drinking before the bottle is hit, or after the bottle is put back upright
4.4.7. A penalty beer will be awarded to a player who fails the 5 second drip test after declaring to the referee that their drink is empty

4.5. Cheating

4.5.1. Any cheating will result in a win being awarded to the opposing team
4.5.2. Drinking out of turn, before the bottle is hit or after the bottle is put upright will initially be awarded with a penalty beer
4.5.3. If the same player commits this offence 3 times the the win will be awarded to the opposing team

5. Flunkyball World Cup

5.1. Format

5.1.1. The format of the tournament is undecided, but will be clarified once teams have declared their interest
5.1.2. The likely format will be a direct knockout tournament tree, leading to a final, with a 3rd place playoff for the losing Semi-Finalists
5.1.3. Each match will be a single-leg game between 2 teams
5.1.4. There will be no second-legs (for aggregate wins), best-of-threes or replays
5.1.5. The result of games in the Round of 16 or before must be declared to The FA by the winning team and ratified by the losing team by Instagram message to FSUK Memes from the team's official Instagram account with which they registered for the tournament
5.1.6. If the teams disagree on result (both claiming to have won) then both teams will be disqualified and their opponent in the next round will be given a bye to the next round

5.2. World Cup Entry

5.2.1. Teams must declare entry no later than Friday 12th July
5.2.2. The draw for the tournament will be made using a random name selector on Saturday 13th July
5.2.3. If there is an uneven number of teams for a knockout format, then teams will be 'seeded' and given a bye for the first round
5.2.4. Seeded teams will start with the University of Sheffield as the holders of the unofficial championship, followed by Sheffield Hallam University as runners-up. Teams will then be randomly selected for a bye if needed.

5.3. Venues and Matchday Dates

5.3.1. The Flunkyball World Cup Final will be played on Sunday 21st July.
5.3.2. Kickoff times for all matches are currently TBC, but will be clarified closer to the tournament. All matches will be played in the evening, after Static / Dynamic Events have finished for the day
5.3.3. The Semi Finals will be played on Saturday 20th July
5.3.4. The Quarter Finals will be played on Friday 19th July
5.3.5. The Round of 16 (if needed) will be played on Thursday 18th July
5.3.6. Any rounds before the Round of 16 must be played on Wednesday 17th July
5.3.7. The venue for the Final and Semi Finals will be played in the main strip along the middle of the Whittlebury Hall campsite
5.3.8. Previous rounds can be played in the main stadium, or elsewhere in the campsite, in an agreed location by both teams

5.4. Prizes

5.4.1. The winners will win the most valuable and coveted title in the world: 2024 Flunkyball World Champions and some even more valuable FSUK Memes stickers

5.4.2. There may also be a trophy available, but this is TBC

5.5. Referees

5.5.1. The Round of 16 and previous rounds will be self-refereed. If any teams have a dispute in the game, then they must refer to the Rules & Regulations. If no agreement is reached then both teams will be disqualified and their opponents will be given a bye

5.5.2. Matches will be refereed from the Semi Finals onwards

5.5.3. George Foot is a graduate of Sheffield Hallam University in 2023, but as he is the Manager of SHU Racing's Flunkyball team, he cannot referee any of SHU Racing's matches. He can, however, referee other games as he is the Chairman of The FA

5.5.4. The FA Committee is as follows (correct as of 27/3/2024):

- George Foot (Sheffield Hallam University)
- Ross Davison (Sheffield Hallam University)
- Dan Upton (Sheffield Hallam University)
- Will Jones (University of Sheffield)
- Robbie McGregor (Glasgow Caledonian University)
- Kris Collier (University of Southampton)
- Callum Clark (University of Surrey)